Quest Book

Adaptation of the 1991 Japanese Edition

Requires *HeroQuest* Game System to play

Introduction

For a long time, the world has been at peace. The dark forces that once threatened people have been forgotten. But the forces of darkness have not completely died out. Now, the forces of darkness are on the move again. It's not too late to help...

My friends, I hope you are well-rested from your last adventures, for it seems you have quite the journey ahead of you. I have learned from the Loretome that all is not well in the lands to the far east. In ages long past this archipelago was once besot by one of the Dread Gods, known as Grimdead in some lands. He was the cause of many evils and much destruction. Though invulnerable to most anything, Grimdead was defeated and buried by a legendary band of four heroes, whose names have been lost to time.

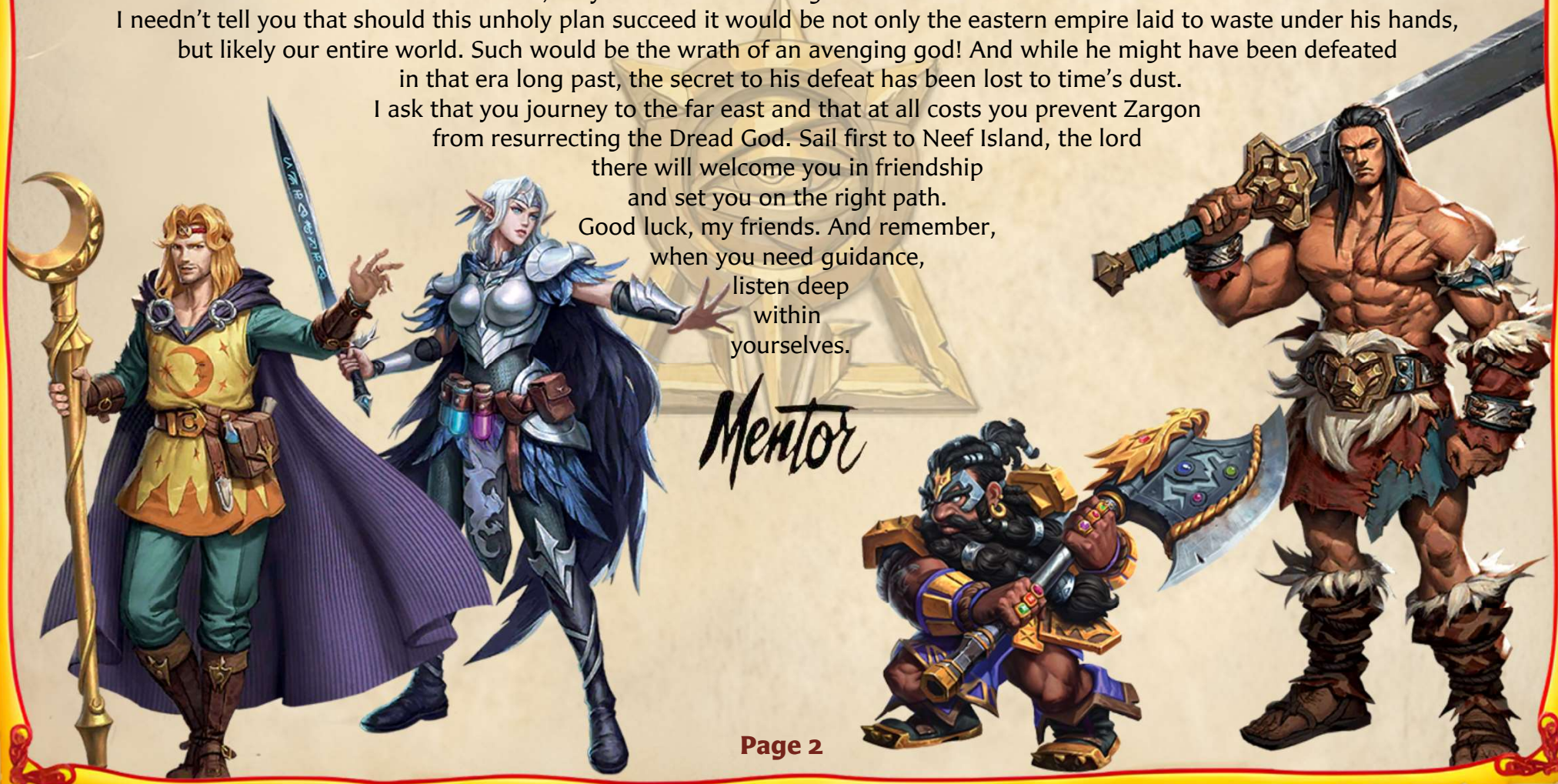
Alas, after an era of peace, a new evil has begun haunting that land, the forces of Zargon have begun teeming in those islands. And that is not the worst of it, they seem to be working with Grimdead to resurrect the dead Dread God.

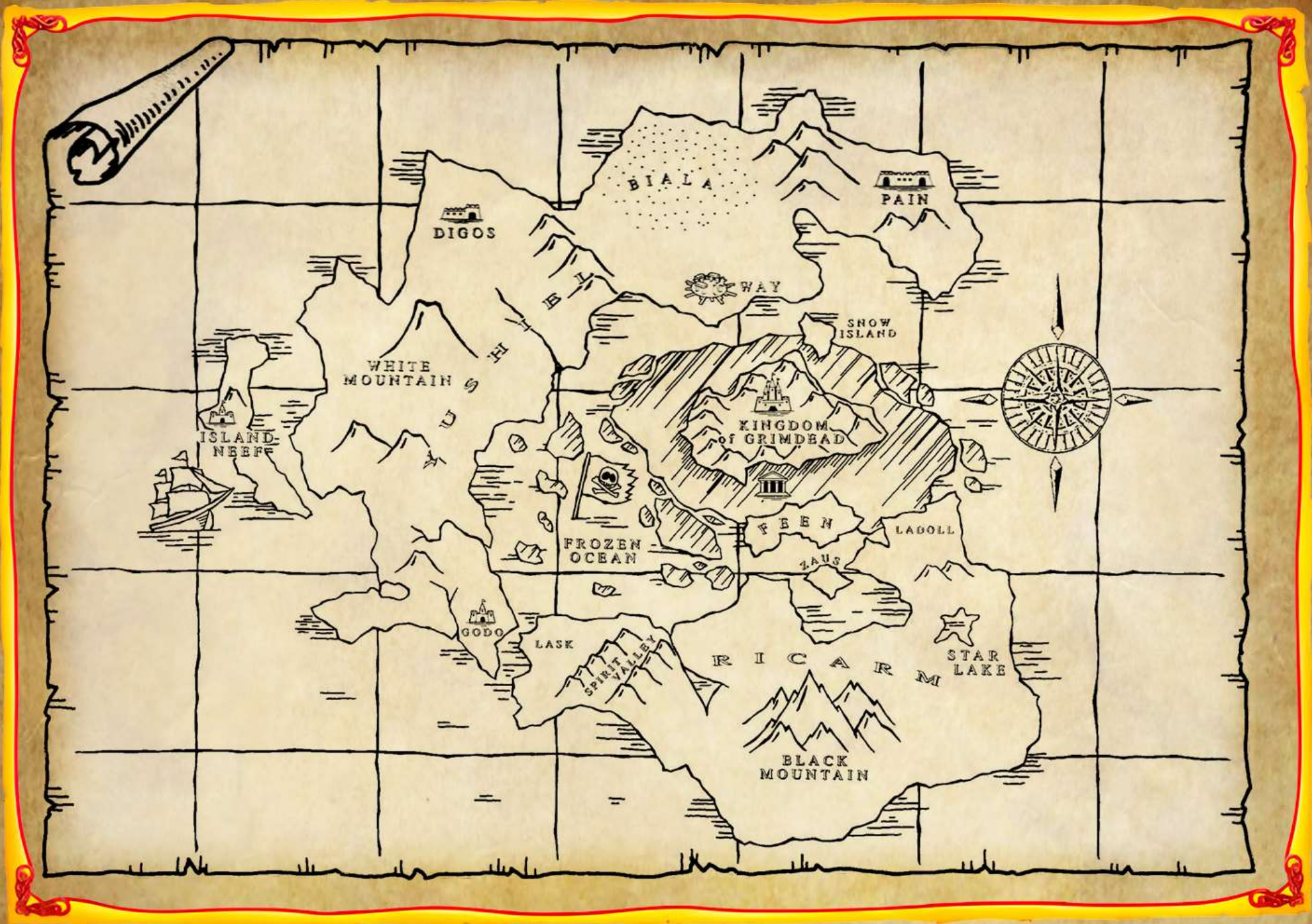
I needn't tell you that should this unholy plan succeed it would be not only the eastern empire laid to waste under his hands, but likely our entire world. Such would be the wrath of an avenging god! And while he might have been defeated in that era long past, the secret to his defeat has been lost to time's dust.

I ask that you journey to the far east and that at all costs you prevent Zargon from resurrecting the Dread God. Sail first to Neef Island, the lord there will welcome you in friendship and set you on the right path.

Good luck, my friends. And remember, when you need guidance, listen deep within yourselves.

Mentor




BIALA
PAIN
DIGOS
WAY
SNOW ISLAND
WHITE MOUNTAIN
SHIELD
ISLAND-NEEFF
KINGDOM of GRIMDEAD
FROZEN OCEAN
FEEN
LADOLL
ZAUS
GODO
LASK
SPIRIT VALLEY
RICARM
STAR LAKE
BLACK MOUNTAIN

Playing The Legend of Neef Island

The Legend of Neef Island is a fan adaptation of the 1991 Japanese edition of *Heroquest* to the 2021 Worldwide edition release.

Playing the Quests
The quests in *The Legend of Neef Island* are generally played the same way as the quests in the *HeroQuest* Game System. It is especially important that these quests be played in order. As in the game system, heroes are returned to full strength (all "**BP**" Body Points and "**MP**" Mind Points are restored) between quests.

There are a few gameplay differences, in *The Legend of Neef Island* the quests are divided into **3 levels**, related to progression.

Chapter 1: The Departure - **Quests 1-3** - Beginner Rules
Chapter 2: The Mission - **Quests 4-8** - Intermediate Rules
Chapter 3: The Search - **Quests 9-13** - Advanced Rules
Final Chapter: The Showdown - **Quest 14** - Advanced Rules

1. Beginner Rules *(Quests 1-3)*

Beginner Magic

- ***First Aid:*** Magic that can be cast on yourself, or on an ally. The hero who has this magic cast on him recovers 1 BP.

Only this type of Magic can be used in Chapter 1.
Only the Wizard can use Beginner Magic.
If the Wizard is not in play, give this spell to a hero that can use magic. Heroes cannot use other Magic or Skills.

Revival
If a hero unluckily happens to die, he may be revived, but only once. By donating all of the gold he held to a Temple, the hero is revived exactly as he was just before dying. Players who wish to revive themselves must write that they have 0 gold on their character sheet. Revived heroes can be used in following quests as normal.

2. Intermediate Rules *(Quests 4-8)*

Intermediate Magic

- ***Healing:*** Magic that can be cast on yourself, or on an ally. Roll 4 combat die, and the hero this Magic was cast on recovers BP equal to the amount of white shields that were rolled.
- ***Holy Flame:*** Magic to attack 1 enemy. Roll 2 combat die, and the enemy receives damage equal to the amount of skulls that were rolled. However, Monsters on which you cast this spell can roll a number of combat die equal to their MP to defend. Undead Monsters have 0 MP, so this Magic is very effective on Undead Monsters. **NOTE:** Undead means monsters with no life force, animated by dark powers, meaning **Skeletons**, **Zombies** and **Mummies**.

Only this 2 types of Magic can be used in Chapter 2.
The Wizard can use both types of Magic.
Other heroes that can use magic, like the Elf, can only use one of the two types of Magic per quest. Before playing, they must decide which Magic wishes to use on that quest, and pick that Intermediate Magic card. Heroes cannot use other Magic or Skills.

Search
There are hidden doors, traps and hidden treasures in dungeons starting from Quest 4. On their turn, heroes may choose to search for them. The Dwarf can use his ability to disarm traps. If the Dwarf is not in play, the heroes will roll 1 red dice before starting a quest, give one Tool Kit to the one with the higher roll.

Armory
When a quest ends, the heroes may use the gold they have to buy equipment. Heroes can purchase equipment after Quest 3 in Chapter 1 ends, before Quest 4 in Chapter 2 starts.

⇨ ***Continues on next page.***

2. Intermediate Rules *(cont.)*

Level Up

After each quest, heroes may attempt to Level Up by paying 500 gold. If heroes Level Up, their Max. Body Points increases by 1. If they fail to Level Up, their Max. Body Points does not change. The 500 gold is not returned.

The conditions for levelling up are as follows.

- ***Barbarian, Dwarf, Knight*, Rogue*:*** Roll 4 combat die, and you Level Up if you roll 2 or more white shields.

- ***Wizard, Elf, Bard*, Druid*, Warlock*:*** Roll 3 combat die, and you Level Up if you roll 2 or more white shields.

*When any of the original 4 heroes are mentioned, replace them with one of the same category in the list of levelling conditions.

3. Advanced Rules *(Quests 9-14)*

The Advanced Rules are the regular rules of *HeroQuest* Game System.

Advanced Magic

All the Spells and Skills are available in Chapter 3, follow the Rulebook instructions to divide the Wizard and Elf Hero Spell Cards.

4. Legendary Treasure

The following legendary treasure cards are used just like the artifacts in the *HeroQuest* Game System. When a hero finds one, they should record it on their character sheet. This legendary treasures are designed for ***use only*** here in *The Legend of Neef Island* Quest Pack.

- ***Flame Axe:*** The *Flame Axe* is a weapon of fire. It allows you to roll 4 combat die in attack.
- ***Freeze Bow:*** The *Freeze Bow* is a weapon of ice. It allows you to roll 4 combat die in attack. You can use it to attack enemies that are at a distance, but you cannot attack enemies in squares surrounding you.
- ***Silver Blade:*** The *Silver Blade* is a weapon of silver. It allows you to roll 5 combat die in attack.
- ***Talisman of Lore:*** A hero can only be revived in the Temple once, but if you have this amulet you can be restored to life any number of times. Other heroes on the way may use this magical power as well. However, a resurrected hero's gold coin treasure is reduced to 0.
- ***Wand of Recall:*** The *Wand of Recall* allows you to cast the spells of a single element of magic as often as you want during a Quest.

5. Gold Rewards

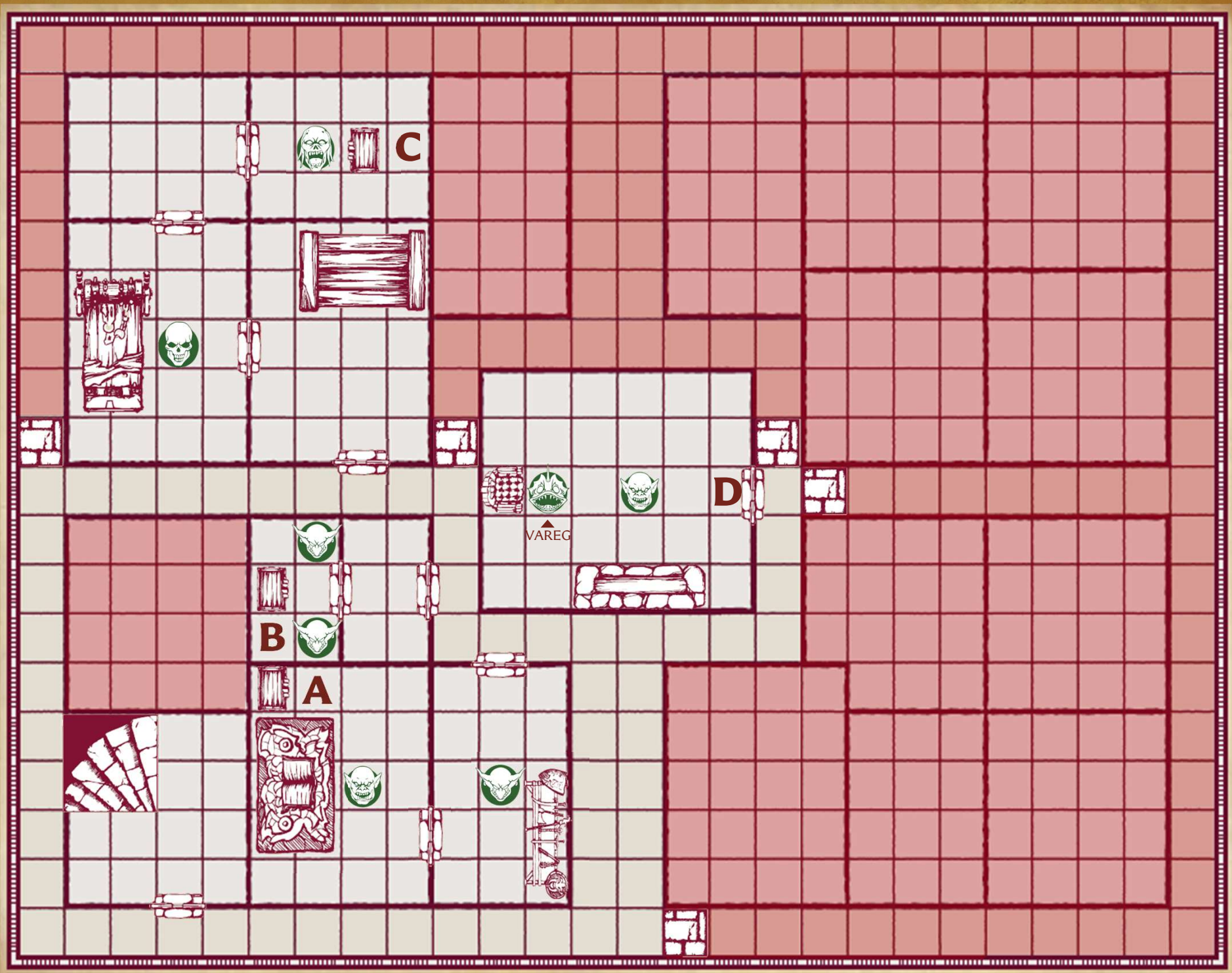
When a hero defeats a monster, the hero who defeated the monster receives the gold corresponding on the following list.

Goblin = 5g	**Skeleton = 10g**	**Orc = 20g**	**Zombie = 20g**
Abom. = 30g	**Mummy = 50g**	**D.Warr. = 100g**	**Gargoyle = 150g**

6. *HeroQuest* Quest Pack Components

The Legend of Neef Island uses miniatures from the Kellar's Keep and Return of the Witch Lord Quest Packs.

You can find a reference for the Legendary Treasure cards on page 38, and a reference for Beginner and Intermediate Magic cards on page 37.


C
D
VAREG
B
A

At the beginning of each quest, there is a message on parchment. This message should be read aloud to all players. However, the quest notes that follow are for Zargon's eyes only.

QUEST 1

Test of Strength

There are three ancestral treasures on Neef Island. These treasures have been stolen. This appears to be the work of a group of monsters that have recently been on a rampage on the island, led by an Abomination named Vareg.

Go to their lair in the foothills of Fyuji Volcano, defeat their leader, Vareg, and bring back the 3 treasures. If you succeed in this quest, then you will be awarded 50 gold each, regardless of how you performed. Heroes, work together to complete this quest.

NOTES

A/B/C. Zargon should say the following to the heroes who open these chests: ***"The treasure chest contained one of Neef Island's treasures. The hero who opened the treasure chest should take the chest, and place it in front of him. This treasure must be returned to the King of Neef Island."***

D. Zargon controls Vareg as a normal monster. When this door is opened, Zargon should say the following: ***"The Abomination in this room is Vareg, the leader of the monsters in this lair."***

VAREG

MOVEMENT	ATTACK	DEFENCE	BODY	MIND
6	4	4	3	3

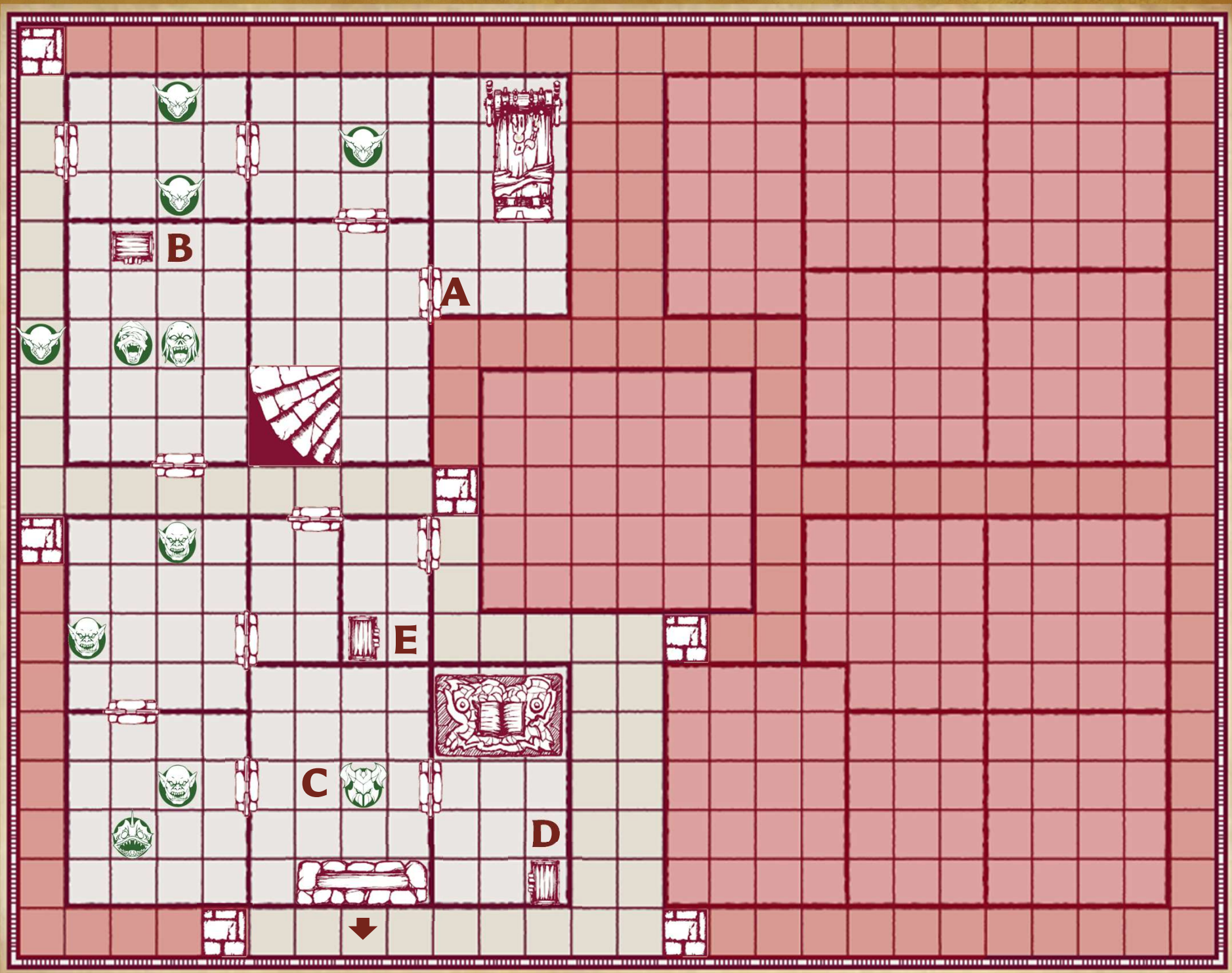
End of Quest

The heroes who have accomplished this quest should add 50 gold to the Gold section of their Character Sheets.

The King of Neef Island says this: ***"Good work. As promised, here is 50 gold for each of you. I now have a good idea of your strength. The truth is that I have a request I would like to entrust to your skills. You must never speak a word about it to anyone else. Will you accept my request?"***

⇨ ***Continues in Quest 2***

Wandering Monster in this Quest: Goblin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QUEST 2

Digos' Fort

The truth is that my cute granddaughter, Princess Meek, was kidnapped and taken to the land of Yushiel. I am suspicious of Digos' Fort there. Go to the fort and investigate it.
If you find out where the Princess is, please bring her back here. I'll give you each 100 gold in compensation upfront. If you reunite me with the Princess, then I will tell you of an even greater secret. I dearly hope I can entrust you to bring the Princess back safely.

NOTES

A. When this door is opened, Zargon should say the following: ***"There is a message written on the wall in a code from Neef Island: 'This is Princess Meek. I managed to get away when I had the chance. I am hiding somewhere in this dungeon. Please rescue me'."***

B. This treasure chest contains 100 gold.

C. The Dread Warrior should not leave this room. When the Dread Warrior is defeated, Zargon should say the following: ***"Suddenly, you hear a loud noise from the fireplace, and it starts to crumble away. You spot a hidden door that was hidden where the fireplace was."*** Zargon should remove the fireplace, and put a hidden door tile at the square marked on the map with an arrow. Heroes and monsters can both freely pass through this hidden door.

D. This treasure chest contains 50 gold.

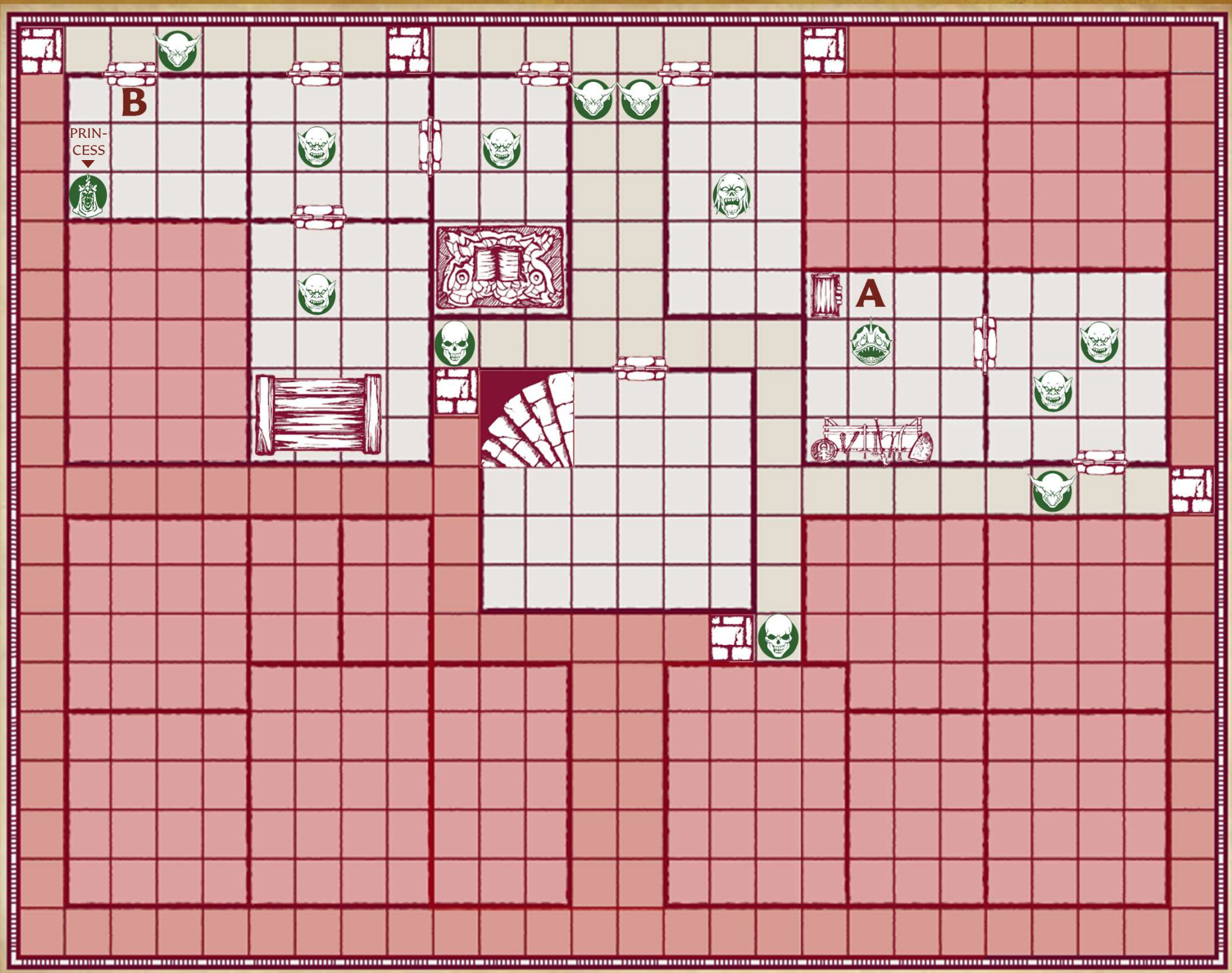
E. When this treasure chest is opened, Zargon should say the following: ***"The treasure chest contains a message from the Princess and a jewel: 'I was hiding here for so long, but they finally found me. I'm about to be taken somewhere else. I leave this for you. Please, rescue me…' You now know the Princess isn't in this dungeon. You should leave the dungeon immediately ."*** This ends this Quest. Also, the hero who found this treasure chest takes the jewel, which is worth 100 gold. Add it to his Character Sheet.

End of Quest

The heroes ask residents of Digos for information, and decide to head to Fortress of Pain, far to the East.

⇨ ***Continues in Quest 3***

Wandering Monster in this Quest: Goblin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QUEST 3

Fortress of Pain

Following what they heard from residents of Digos, the heroes have arrived at Fortress of Pain. It seems Princess Meek is being held captive in this fortress. Find Princess Meek, and bring her back safely.

Your reward will be 150 gold each. The hero who finds the Princess will be given an extra 100 gold. The Princess will be rescued when she steps onto the stairs tile. However, if the Princess dies, you can no longer succeed in this quest.

NOTES

A. This treasure chest contains 100 gold.

B. When the door to this room is opened, Zargon should say the following: ***"You have found Princess Meek! But the moment you opened the door, alarms rang out throughout the dungeon."*** All monsters, furniture, and doors in the dungeon will be placed. All doors will be opened. The Princess can be moved by the hero who found her, by rolling one die on his turn. If the Princess steps onto the stairs tile, she is saved. The Princess cannot Attack enemies, but can Defend herself if attacked by rolling one Combat Die. The Princess has 3 Body Points remaining. Zargon should place all monsters, furniture, and so on. Use the Dread Sorcerer miniature for Princess Meek.

End of Quest

Having safely returned Princess Meek to Neef Island, the heroes are told the following:

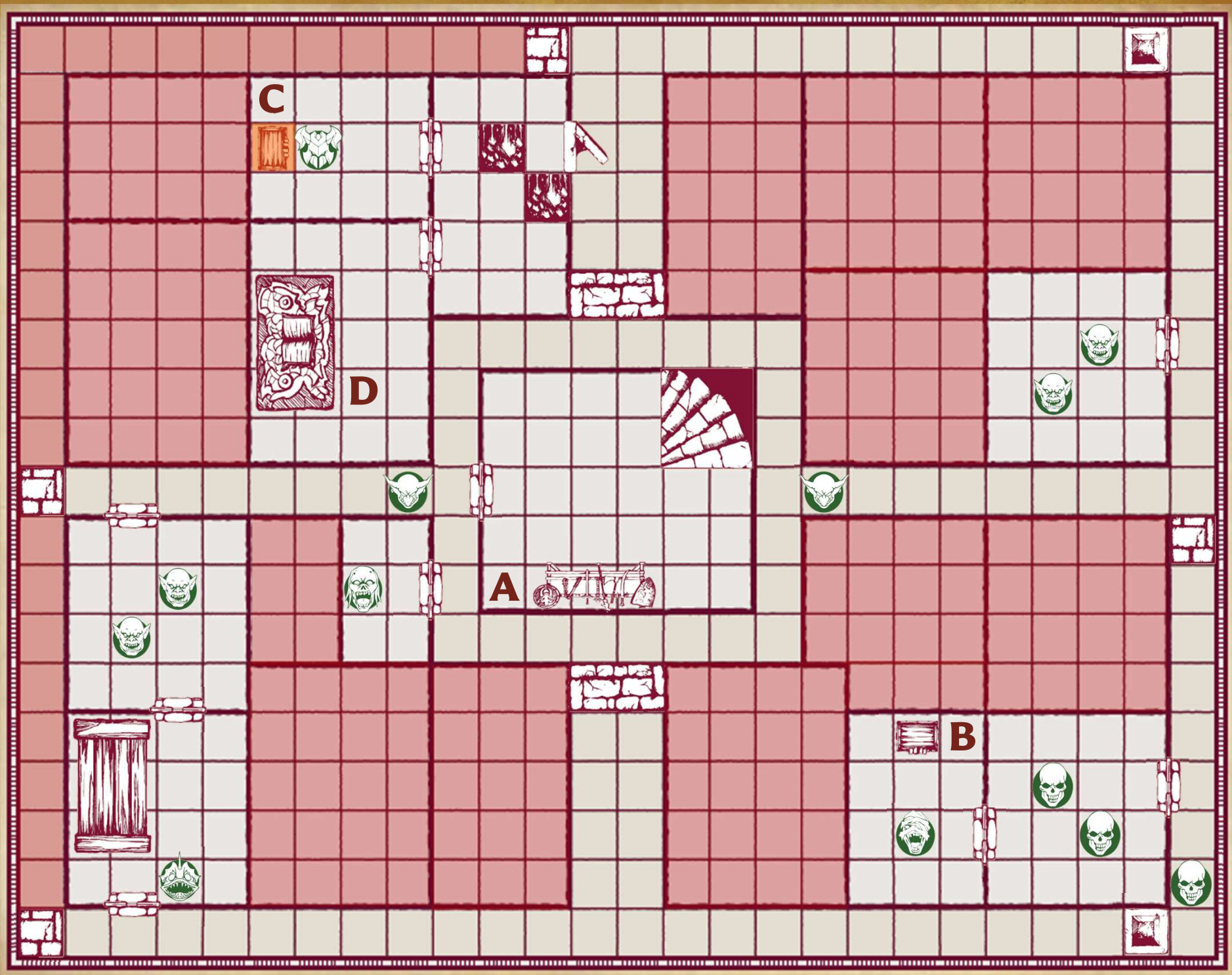
Princess: ***"A Wizard named Bular kidnapped me. He was desperate for me to tell him about the Talisman of Lore…"***

King: ***"It seems a man named Grimdead has started calling himself the Dread Demon King, and planning to take over the world. Bular is a subordinate of Grimdead's, and his right-hand man. Rumors say that Grimdead is using ancient and forbidden evil spells to try and revive a terrifying Dread God. If that happened, it may be the end of the world. Please, use your strength to put an end to Grimdead's ambitions. This is the Talisman of Lore that they were after. Take it. It will be of help to you. You should begin by heading to Way. We may not see each other for a while, so I bid you good health, and farewell."***

You have obtained the Talisman of Lore. The hero who found the Princess should take the Talisman of Lore from the Legendary Treasure Cards pile.

⇨ ***Continues in Quest 4***

Wandering Monster in this Quest: Orc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QUEST 4

Ruins of Way

Following the advice from King of Neef, the heroes have arrived at Way. Way is home of ancient ruins where heroes trained, back in the times when people were once menaced by the powers of darkness.

Now, it is abandoned, and is home of only monsters. Here, you should investigate how the old heroes fought against the powers of darkness. You may find something of value.

NOTES

A. If a hero conducts a Treasure Search in this room, he finds a Shield that still works in the weapon rack.

B. This treasure chest contains 200 gold.

C. This treasure chest is trapped. When this treasure chest is opened, a small explosion occurs, and the hero that opened it loses 2 BP. If a Trap Search has been conducted, then let the heroes know what will happen when this treasure chest is opened.

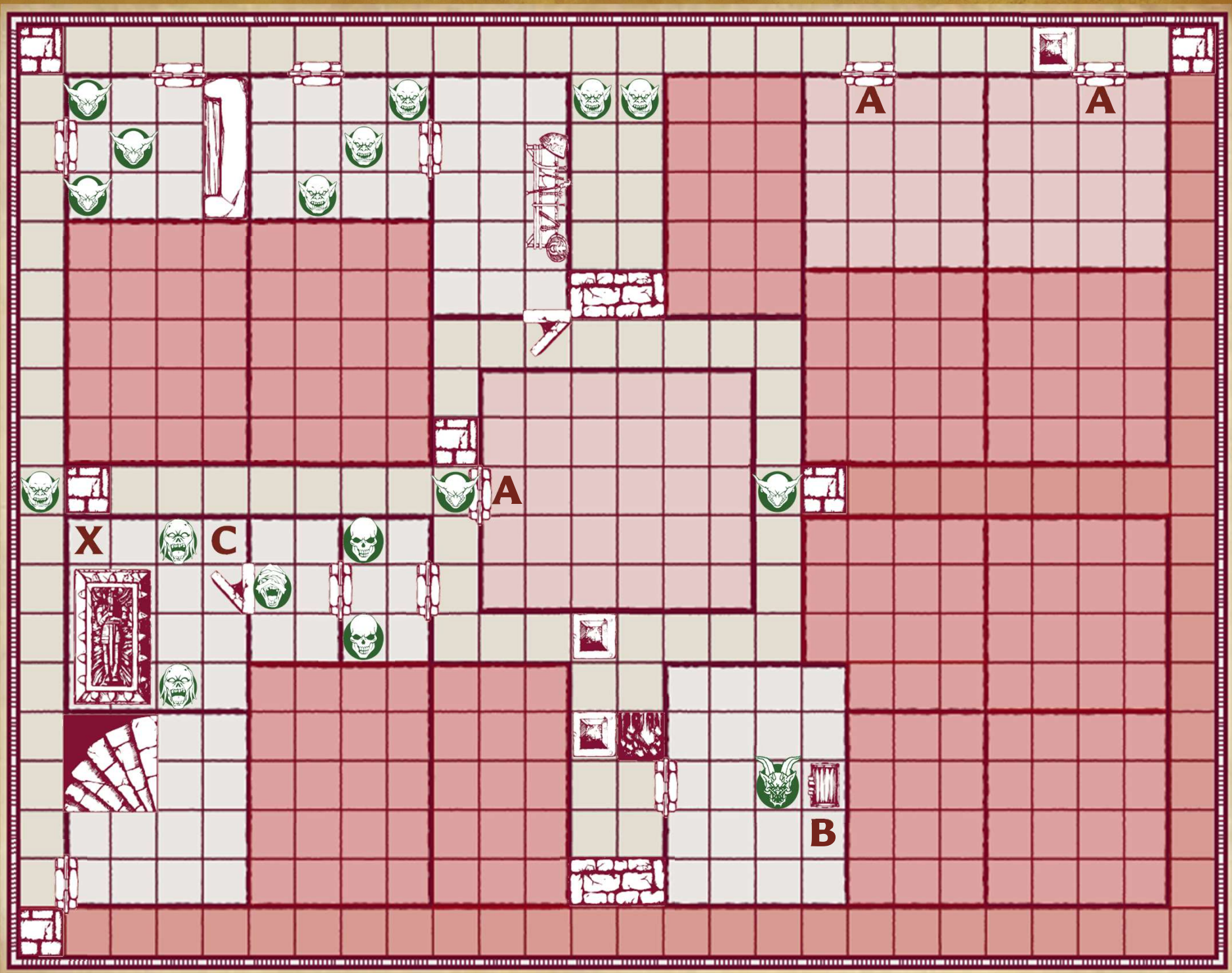
D. If a hero conducts a Treasure Search in this room, he find a scroll and a jewel. Zargon should say the following: ***"The scroll contains a prophecy, which reads,*** *'When humans once again are forced into suffering by the powers of darkness, open this scroll. Ye four heroes, visitors to this land. The Dread God's return is near. There is but one way to smite the Dread God. Attack in the order of Fire, Ice, and Silver. You should find my descendants at White Mountain. Go there, hear their words, and save the world from the powers of darkness.'* ***Also, the jewel is worth 200 gold. The hero who found it should add this money to their Character Sheet. This quest is now complete. You should leave the dungeon immediately."***

End of Quest

It appears that the Dread God is truly about to be resurrected. *"Attack in the order of Fire, Ice, and Silver"* - What could this method to defeat the Dread God mean?

If the heroes wish to stop the resurrection of the Dread God, proceed to Quest 5. Otherwise, proceed to Quest 7.

Wandering Monster in this Quest: Skeleton


A
A
A
X
C
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QUEST 5

Dread Castle

The heroes have crossed the sea, and arrived in the Kingdom of Grimdead. The castle in which Grimdead has made his home is known here as Dread Castle. This is where he is attempting to revive the terrible Dread God. Will the heroes be able to stop the resurrection of the Dread God? They do not know the details of how to defeat the Dread God.

Will the heroes be able to escape with their lives if the Dread God has already been revived? You have no idea what you will find during this quest. You can clear this quest by simply escaping alive. If you are worried, you may skip this quest and proceed to Quest 6.

NOTES

A. When a hero tries to open these doors, Zargon should tell him the following: ***"You can sense a suspicious presence inside this room, but the door has been sealed by magic, and won't open."***

B. When this treasure chest is opened, Zargon should say the following: ***"The treasure chest contains a small red jewel. It is a magical jewel called the Dragon Eye, and allows all the heroes who return alive from this dungeon to attempt to level up for free. The magical powers of the Dragon Eye will vanish after all the heroes have attempted to level up, but it also has a value of 200 gold. The hero who found it should add 200 gold to their Character Sheet."***

C. When a hero enters this room, Zargon should tell them the following: ***"You find the Dread God lying on the grave. When you enter the room, the Dread God's head turns to face you with a clunk. The Dread God was just revived! Having just been revived, it only has the strength of a zombie, but none of the heroes' weapons are able to damage it. It appears the only way to survive is to run away. Heroes, hurry back to the stairs to escape the dungeon."*** Zargon should place the Dread Sorcerer figure in the spot marked X, and remove the grave.

THE DREAD GOD

MOVEMENT	ATTACK
2	2

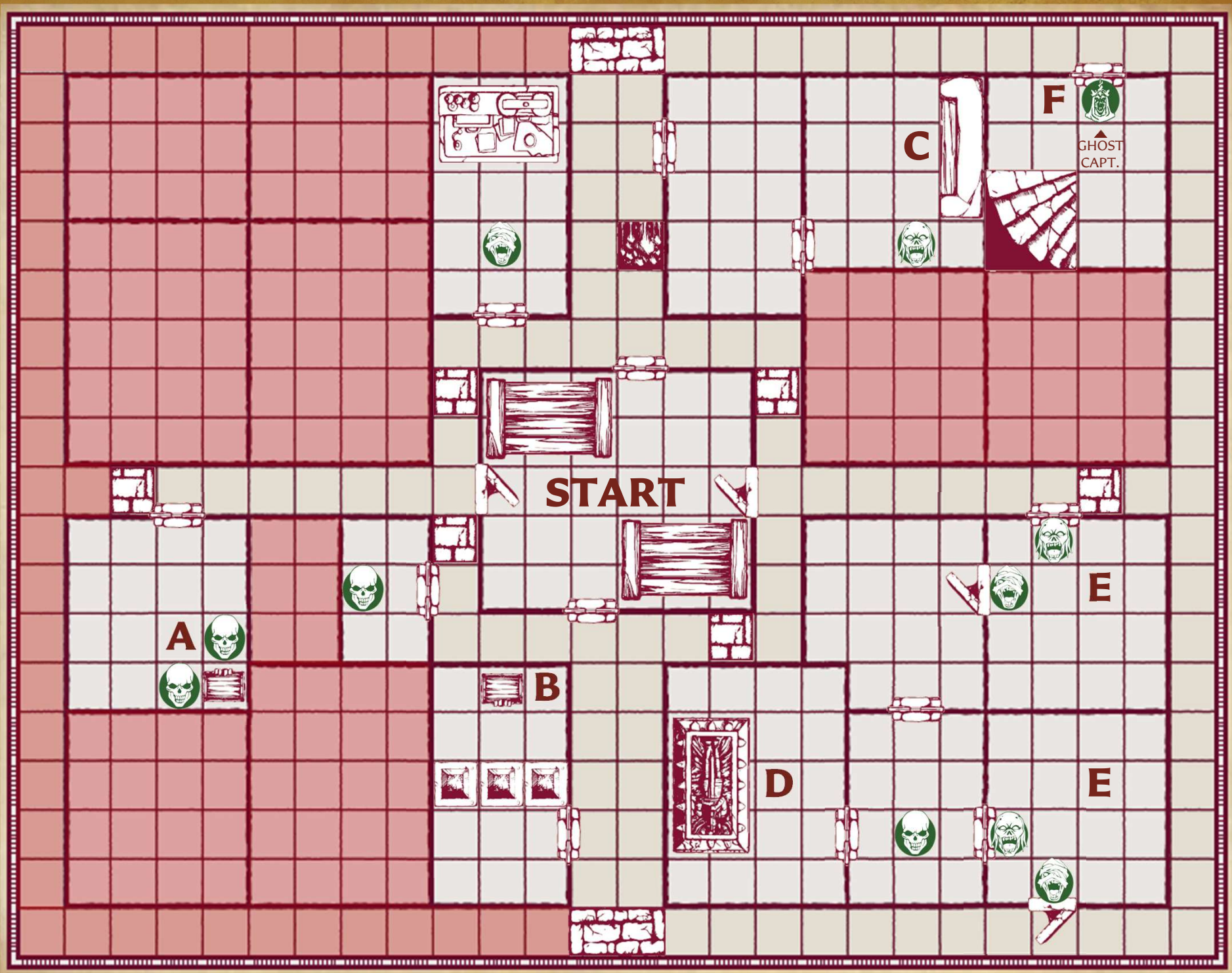
The Dread God does not take damage from any attack.

End of Quest

The Dread God has been revived. The heroes must head to White Mountain, to find a way to defeat the Dread God. Having barely escaped from Dread Castle with their lives, the heroes must cross the sea once more.

⇨ ***Continues in Quest 6***

Wandering Monster in this Quest: Zombie


F
GHOST CAPT.
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QUEST 6

Ghost Ship

You find the sea beginning to freeze over, and wonder if it is the work of the Dread God. With still 2 days until you reach the mainland, you find a stranded ship calling for your help. They beg you to examine someone who has fallen ill, so the heroes enter the ship, and follow a member of the crew guiding them through a series of dimly lit passages.

When they enter a large room, their guide suddenly turns around, and bids you goodbye with a beaming grin before vanishing before your eyes. The heroes finally realize that they have walked into a trap. Finding the stairs and escaping is the goal of this quest. However, there is still one advantage. This ghost ship is likely to be hiding piles of treasures.

NOTES

The heroes start in the large room in the center labelled **START**.

A. This treasure chest contains 100 gold.

B. This treasure chest contains 200 gold.

C. If a hero conducts a Treasure Search in this room, he finds a golden bracelet hidden in the cupboard. This bracelet is worth 200 gold. The hero who found it should add 200 gold to his Character Sheet.

D. When a hero opens the door to this room, Zargon should tell him the following: ***"A corpse of a victim to the ghost ship."*** If a hero conducts a Treasure Search in this room, he finds a cloth bag containing 50 gold next to the corpse.

E. The monsters in these rooms cannot move but they can still Attack and Defend.

F. When a hero opens the door to this room, Zargon should tell them the following: ***"Finally, you have found the exit! But the ghost ship's captain is blocking you from getting through this room. Defeat the ghost ship's captain and step onto the stairs tile, and this quest will be over."*** Use the Dread God figure for the ghost ship's captain. The hero who defeats the ghost ship's captain receives 150 gold.

THE GHOST SHIP'S CAPTAIN

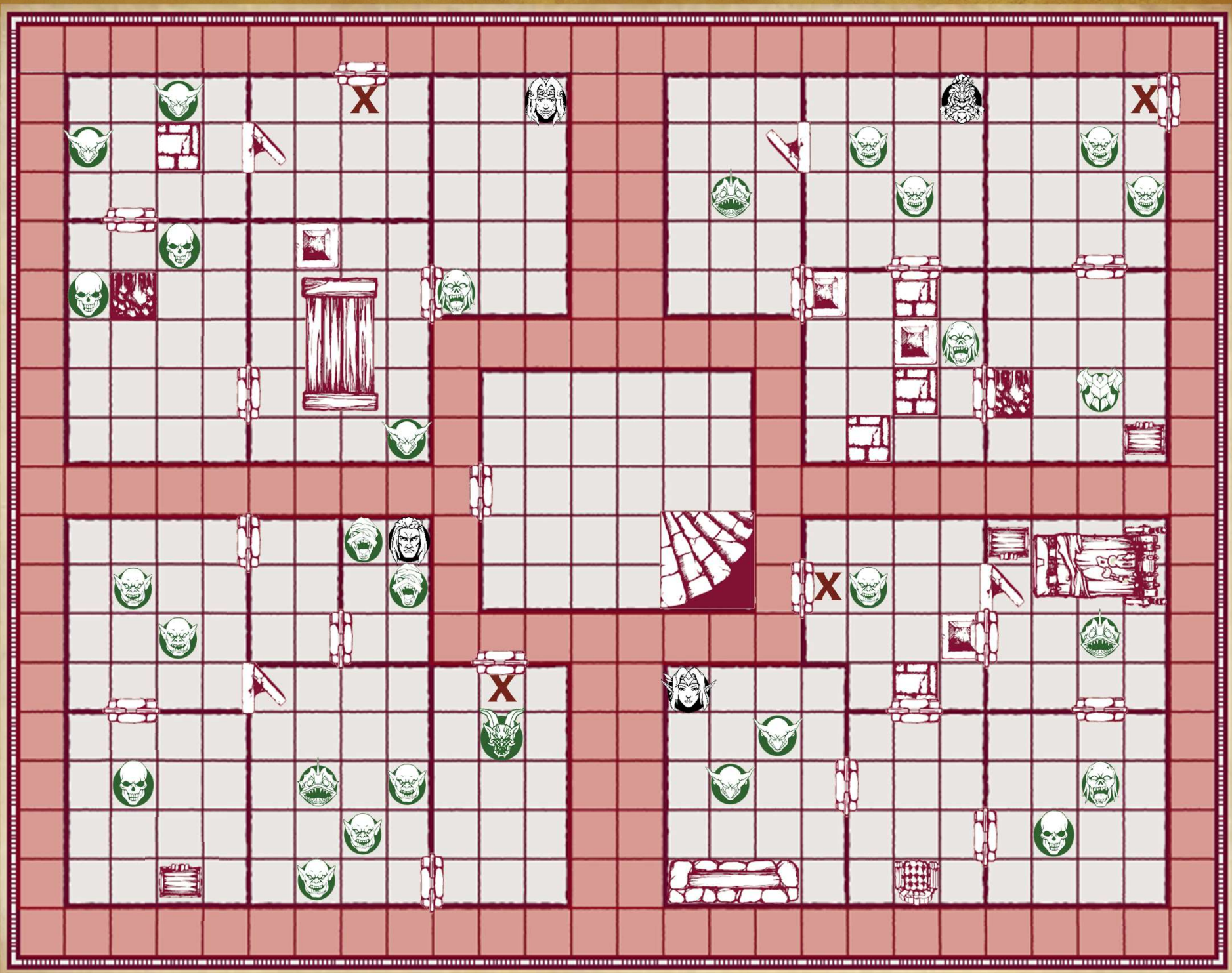
MOVEMENT	ATTACK	DEFENCE	BODY	MIND
6	4	4	2	0

End of Quest

After destroying the ghost ship, the heroes headed to White Mountain to find a way to defeat the Dread God. But **Tstella, the Seer at White Mountain,** says ***"You must undergo a test."*****.....**

⇨ ***Continues in Quest 7***

Wandering Monster in this Quest: Zombie



QUEST 7

Trial of White Mountain

You must undergo a test, to ascertain that you are truly heroes. Leave this room through the door, then come back in. Nothing could be simpler.

If this is enough to make you give up, then it would be a waste of my time to tell you anything. Now, go. I will be waiting.

NOTES

When the heroes leave the central room, they are each warped to the square with their character's icon. When they each leave through the doors marked X, they are warped to the central room.
All treasure chests are empty.

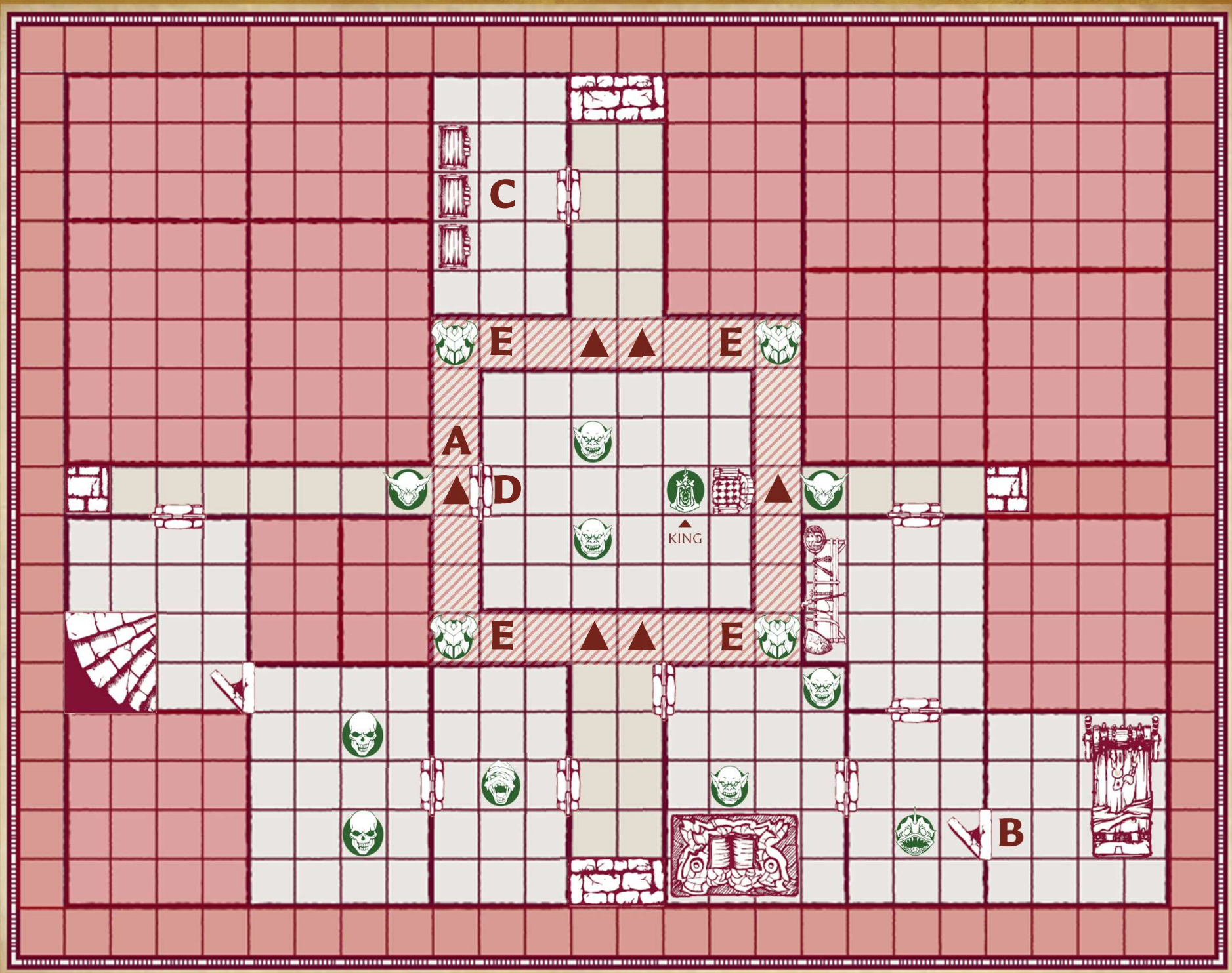
End of Quest

Seer Tstella tells you the following: ***"Please forgive me. What I have to tell you is truly important enough to necessitate your test. The Dread God's Powers are truly terrifying. Grimdead is trying to use The Dread God's powers to take over the world, but he is mistaken. Even if he uses the Dread God's power, the world has no future but destruction. There is only one way to defeat the Dread God: damage it in the order of Fire, Ice, and Silver. Fire means an attack with a weapon of fire, ice means an attack with a weapon of ice, and silver means an attack with a weapon of silver. These weapons are Legendary Treasures, and could be hidden anywhere in the world. Or otherwise, they could already have fallen into Grimdead's hands. King of Godo knows much about the Legendary Treasures, but recently, King of Godo has been acting strangely. The only reason could be that he is being controlled by the powers of darkness. Go to Godo and save the king, and have him tell you about the Legendary Treasures. The Dread God has still not been fully resurrected. When the seas fully freeze over, the Dread God's power will have fully returned. The Dread God will freeze the entire world, then transform, and burn the whole world to nothing. If that were to happen, there would be no way to stop it. There is truly not much time left. Please, save the world."***

As he says this, he hands 150 gold to each of the heroes. They should add 150 gold to their Character Sheets.

⇨ ***Continues in Quest 8***

< Wandering Monster in this Quest for the Wizard: Goblin
Wandering Monster in this Quest for the Dwarf: Orc >
< Wandering Monster in this Quest for the Barbarian: Zombie
Wandering Monster in this Quest for the Elf: Skeleton >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QUEST 8

Curse of Darkness

This is Godo's Castle. It has been taken over by monsters, and the king has turned violent.
Save King of Godo from the dark curse placed on him.

You must not hurt the king. If you defeat the monsters controlling the king, he should regain his sanity.
The goals of this quest are to save the king, and have him tell you about the Legendary Treasures.

NOTES

A. The area marked with diagonal lines is a barrier, and you cannot get near it until you remove it. If a hero tries to move to a square with a ▲ on it, Zargon should tell them the following: ***"An invisible wall blocks your way."***

B. When a hero enters this room, Zargon should tell them the following: ***"You can hear a faint but high pitched noise."***
If a hero conducts a Treasure Search in this room, the barrier will be removed. Zargon should say the following: ***"Beneath the torture rack you found a small button. When you pushed this button, the whole castle shook, and the noise you could hear was silenced."***

C. These treasure chests belong to the castle, so you cannot take them.

D. When a hero enters this room, Zargon should tell them the following: ***"The king is cursed by the powers of darkness. Do not attack the king. If you defeat the monsters controlling the king, he will regain his sanity."*** The king rolls 2 combat die to attack. The king can attack the heroes, but should not leave the room. Use the Dread Sorcerer figure for the king.

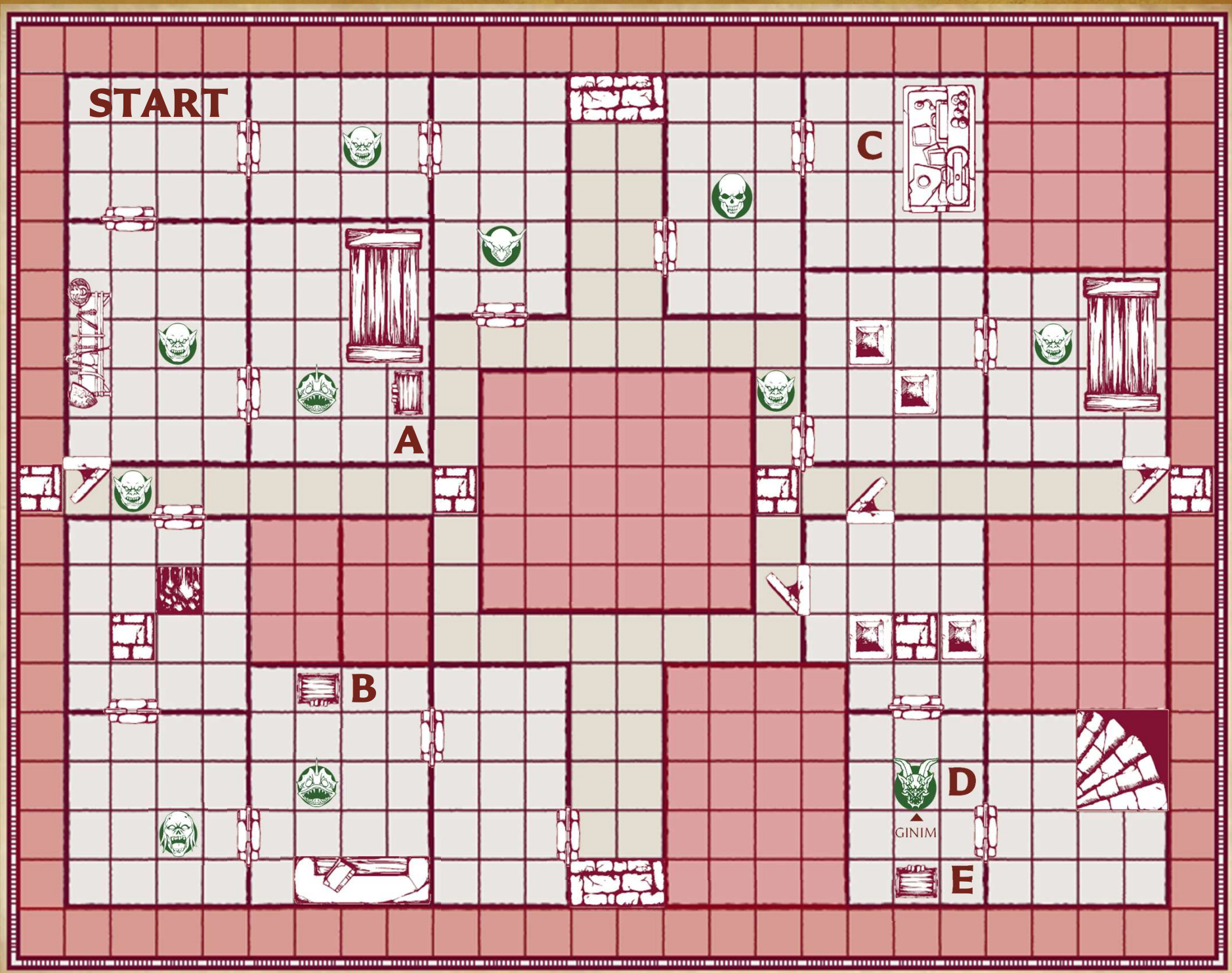
E. These Dread Warriors can attack and defend, but cannot move. When the 4 Dread Warriors are all defeated, the curse on the king is lifted, all of the monsters in the castle are destroyed, and the quest ends.

End of Quest

"For saving me, let me tell you all about this world's Legendary Treasures. One is the Talisman of Lore, kept by the King of Neef Island. Another is the Flame Axe that I keep here. The Flame Axe is a weapon of fire. The other three treasures are the Wand of Recall, the Freeze Bow, and the Silver Blade. The Wand of Recall is a staff that will be of help to magic users, the Freeze Bow is a weapon of ice, and the Silver Blade is a weapon of silver. These three weapons have already fallen into enemy hands. If you go to Ladoll on the land of Ricarm, you can walk on the frozen sea to reach the Kingdom of Grimdead. I give you my Flame Axe. Even in this area we occasionally see drifting chunks of ice. They're proof that the Dread God's power is rising." The king gives each of you 500 gold, as if bidding you to level up. The heroes are to attempt to level up. The Dwarf takes the Flame Axe.

⇨ ***Continues in Quest 9***

Wandering Monster in this Quest: Orc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QUEST 9

Spirit Valley

From Godo, you headed to the land of Ricarm, and reached Spirit Valley. This valley is protected by a gargoyle named Ginim. Ginim gives out bizarre soundwaves that assault human minds. Those without willpower cannot pass, so people began to call it Spirit Valley.

It appears that Ginim holds a map showing the location of the Legendary Treasures. You must defeat Ginim and find this map. This quest will be a harsh trial for the Barbarian, who has low MP.

NOTES

The heroes start in the space labelled **START**. Place the stairs marking the exit at the beginning for this quest. (Do not place the door of the room the stairs are in.) Before starting the game, Zargon should tell the heroes the following: ***"Due to the bizarre soundwaves in this valley given out by Ginim, each time a hero's turn comes round, he must roll a number of combat die equal to their MP, and if they do not roll any White Shields, he loses 1 BP."***

A. This treasure chest contains 100 gold.

B. This treasure chest contains 100 gold.

C. If a hero conducts a Treasure Search in this room, he finds a jewel hidden in the chest of drawers. This jewel is worth 200 gold.

D. Ginim's stats are the same as the ones listed on the Gargoyle Monster Card. When Ginim is defeated, the bizarre soundwaves stop.

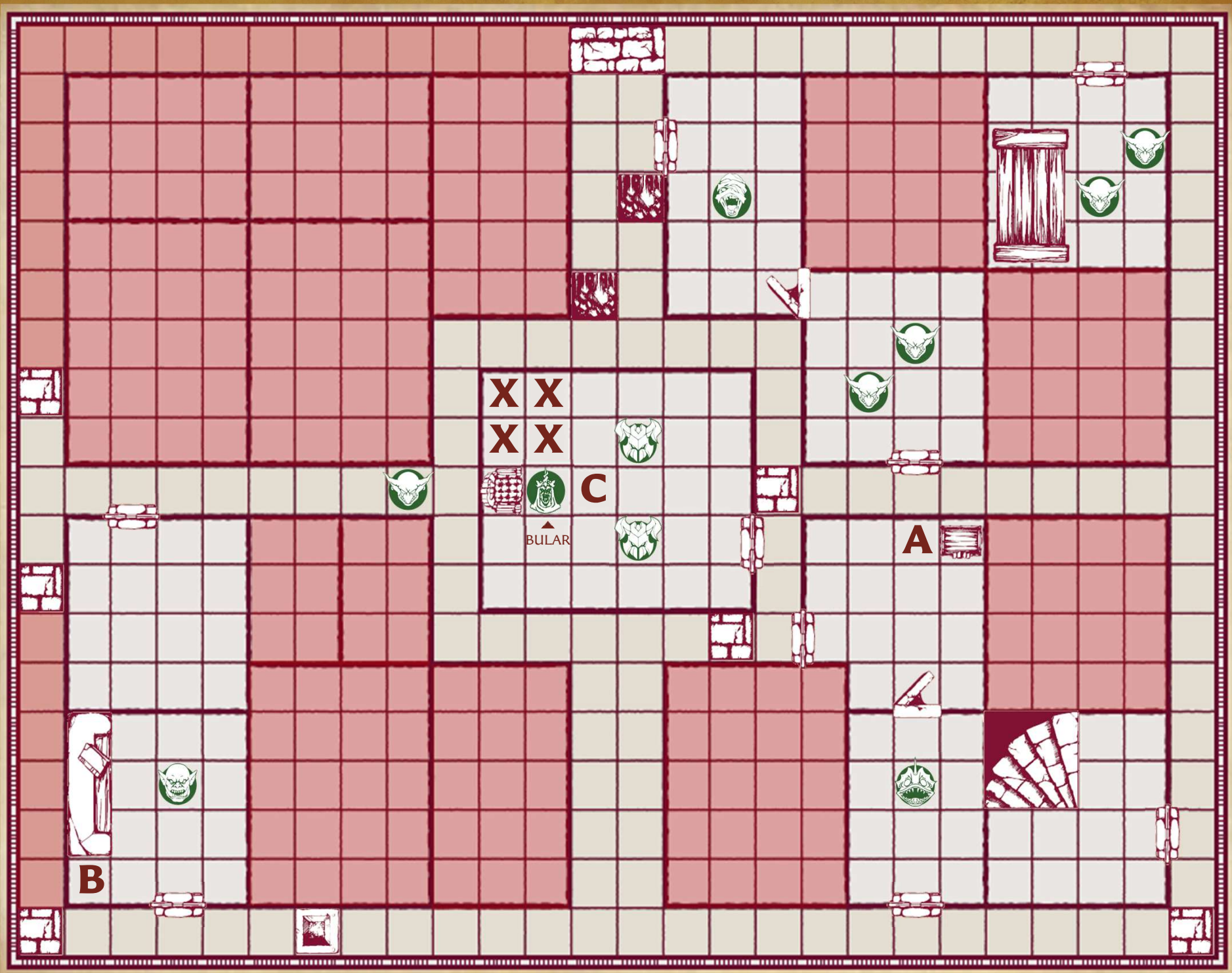
E. When this treasure chest is opened, Zargon should say the following: ***"The treasure chest contains an old map, and gold dust. The gold dust is worth 300 gold. You have found the map, so the quest is over. Step onto the stairs tile and leave the valley."***

End of Quest

The map you have obtained has 5 places marked with scratches from gargoyle claws. The 5 scratches are on Neef Island, Godo, Black Mountain, Star Lake, and Feen Island. The scratches look new, compared to the map. These must be the locations of the Legendary Treasures. The heroes head to Black Mountain.

⇨ ***Continues in Quest 10***

Wandering Monster in this Quest: Orc


X X
X X
C
BULAR
A
B

QUEST 10

Wizard of Fire

Following the map you found in Spirit Valley, you have arrived at Black Mountain. According to the map, there should be a Legendary Treasure here.

This mountain's dungeon is protected by a Wizard of fire named Bular. Bular is Grimdead's most trusted underling, and uses Fire Magic. Defeat all the monsters in the dungeon, and look for the Legendary Treasure.

NOTES

Bular uses the Fire Magic. Bular can use the same magic again and again. In this quest, the Wizard uses all the magic other than Fire Magic, and the Elf cannot use magic.

A. This is a magical treasure chest. The hero who opens this treasure chest has his BP restored to its maximum.

B. If a hero conducts a Treasure Search in this room, he finds a Healing Potion in the bookcase. The hero who finds this takes 1 Healing Potion from the Equipment Card pile. If there are no cards, he receives 100 gold instead

C. Bular should not move from the square in front of the throne.

BULAR

MOVEMENT	ATTACK	DEFENCE	BODY	MIND
6	4	4	3	6

The Flame Axe will not work on Bular.
Use the Dread Sorcerer figure for Bular.

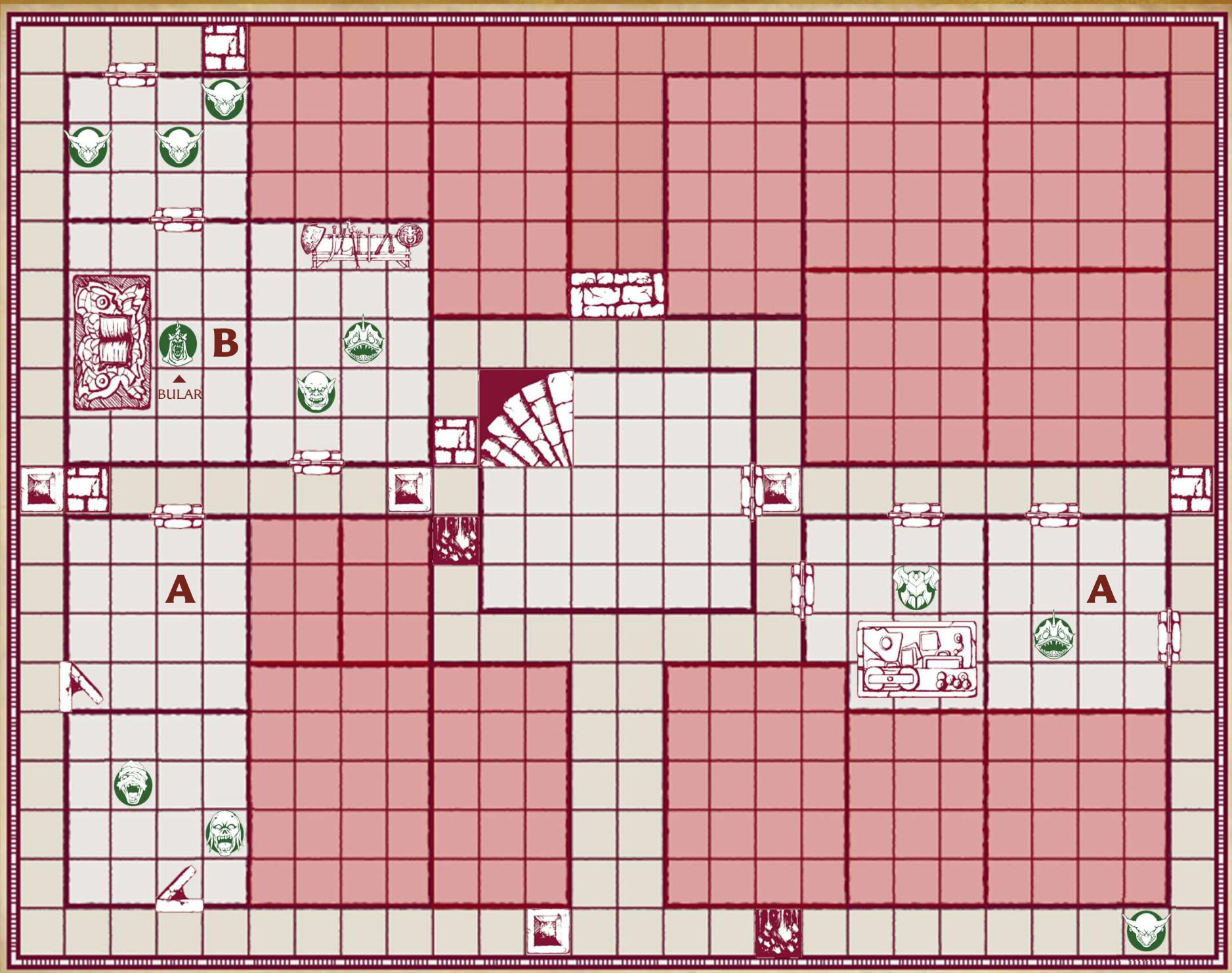
When the heroes defeat Bular, Zargon removes Bular's figure from the game board, moves the stairs tile to the location marked with "Xs", and places all the monsters and furniture. Then, Zargon should tell the heroes the following: ***"The moment he was defeated, Bular cried out a spell, and with a rattling noise, the floor gave way. Beneath the collapsed floor was a staircase, through which 3 Goblins appear and carry away Bular. If you defeat all the monsters, this quest will be over. Heroes, defeat all the monsters, then go down to the second basement through the stairs in the central room."***

End of Quest

The heroes headed straight down to the second basement without a break. Add 2 BP to your current points and challenge Quest 11 with the same Magic, Equipment and so on.

⇨ ***Continues in Quest 11***

Wandering Monster in this Quest: Abomination


B
BULAR
A
A

QUEST 11

Bular's Struggle

There is another level to the dungeon of Black Mountain. Without even a moment to heal their wounds, the heroes headed down to the second basement.

The goals of this quest are to defeat all the monsters in the dungeon, and obtain the Legendary Treasure.

NOTES

The heroes challenge this quest in the same state as when they cleared Quest 10. However, each hero recovers 2 BP, though nothing else. Only magic that was not used in Quest 10 can be used. Equipment may not Be altered. They cannot attempt to level up either.

A. If a hero conducts a Treasure Search in these rooms, he finds a Healing Potion rolling on the floor. The hero who finds the potion takes 1 Healing Potion from the Equipment Card pile. If there are no cards, he can choose between recovering 2 BP right then, or receiving 100 gold.

B. Bular is still wounded.

BULAR

MOVEMENT	ATTACK	DEFENCE	BODY	MIND
4	3	2	2	4

Bular uses the Fire Magic. Bular can use the same magic again and again. The Flame Axe will not work on Bular.
Use the Dread Sorcerer figure for Bular.

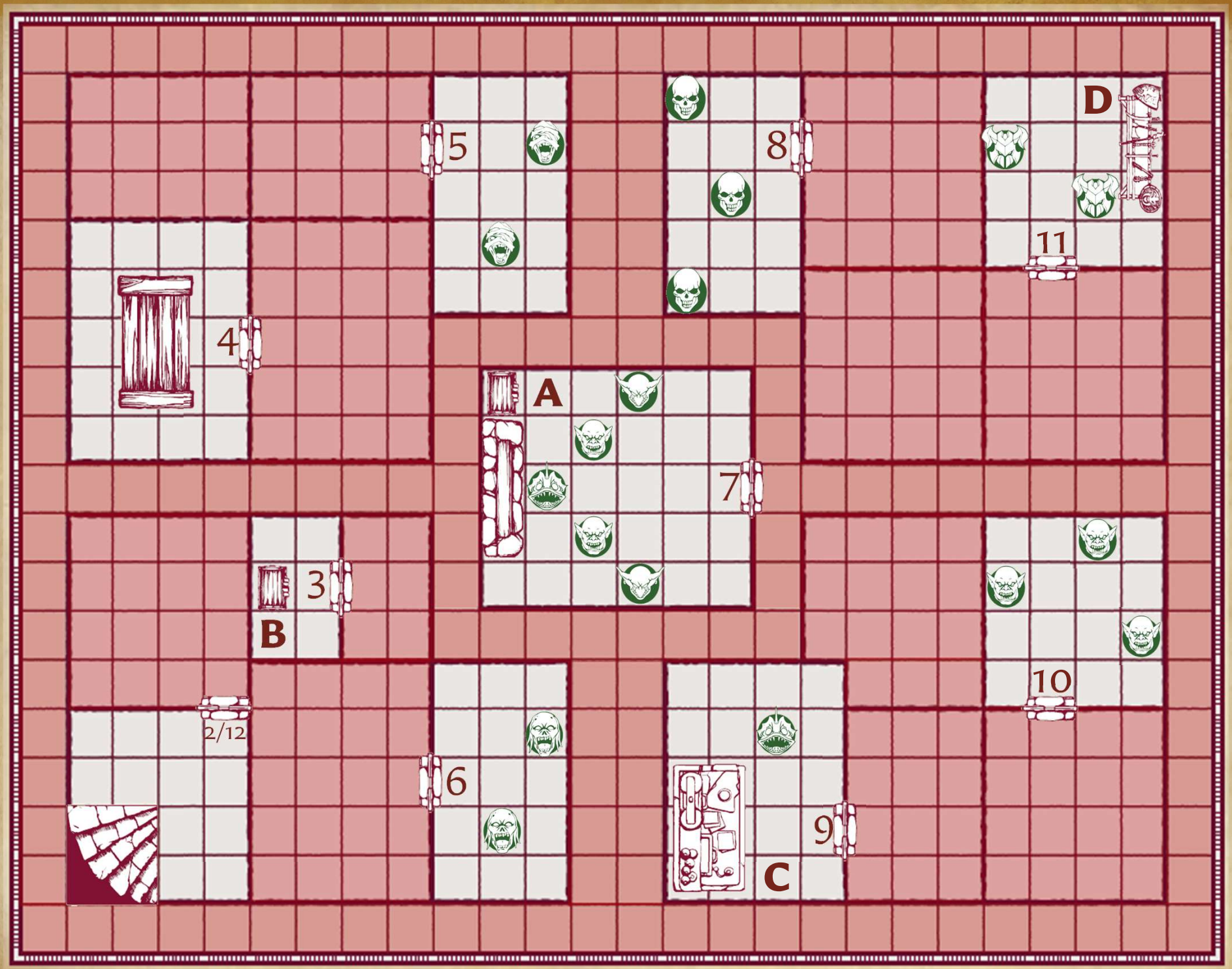
When the heroes defeat Bular, Zargon should tell them the following: ***"You have finally defeated Bular. The staff in his hand is one of the Legendary Treasures, the Wand of Recall. The Wizard takes this staff. However, he may not equip it until this quest is over. The hero who defeated Bular receives 500 gold. This quest ends when all the monsters in the dungeon are defeated."***

End of Quest

2 Legendary Treasures remain. The heroes headed to Star Lake.

⇨ ***Continues in Quest 12***

Wandering Monster in this Quest: Abomination


D
5
8
11
4
A
7
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3
2/12
10
6
9
C

QUEST 12

Mystery of Star Lake

The heroes have arrived at Star Lake. At the river bank, they find stairs leading down. At the top of the stairs is a sign reading “DO NOT ENTER! DANGER!”.

You will soon discover the dungeon’s secret when the quest begins. The goal of this quest is to find the Legendary Treasure, and escape safely

NOTES

Before starting the game, Zargon should tell the heroes the following: ***“In this dungeon, you are warped somewhere each time you leave a room through a door. You can only leave a room once in each round’s movement.”*** When a hero leaves a room, he rolls 2 red die. Zargon moves the hero’s figure to the entrance of the room with the total number rolled on the die written in it. If it is blocked, move the figure to a nearby empty square instead.

A. This treasure chest contains 200 gold.

B. This treasure chest contains 300 gold.

C. If a hero conducts a Treasure Search in this room, he finds a jewel hidden in the chest of drawers. This jewel is worth 500 gold.

D. If a hero conducts a Treasure Search in this room, he finds one of the Legendary Treasures, the Silver Blade, in the weapons rack. The Barbarian takes the Silver Blade. However, he may not equip it until this quest is over.

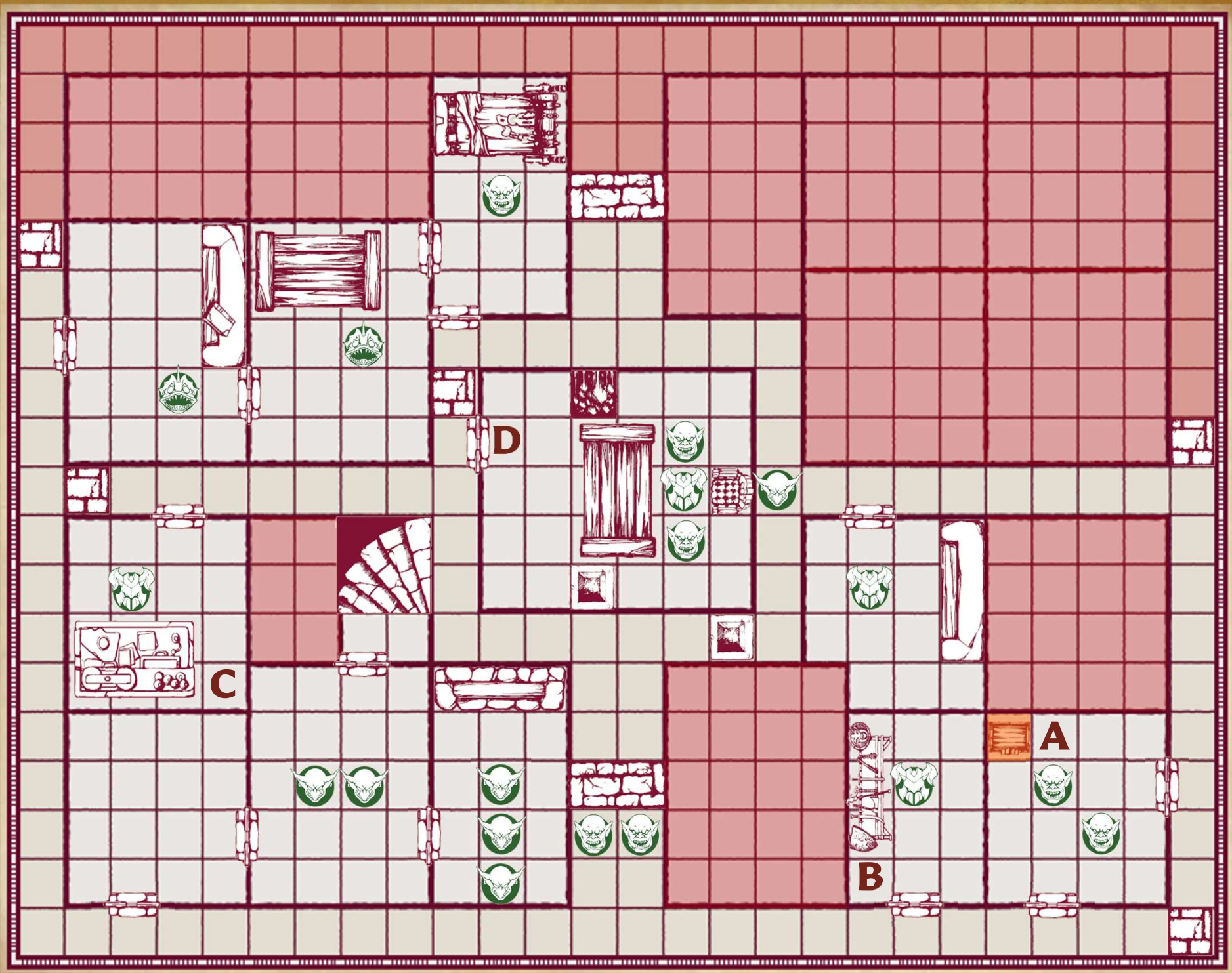
End of Quest

To defeat the Dread God, you must obtain the last remaining Legendary Treasure, the Freeze Bow. The heroes headed to Feen Island.

⇨ ***Continues in Quest 13***

Wandering Monster in this Quest: The Hero Rolls 1 Red Dice

1: Goblin 2: Skeleton 3: Zombie 4: Orc 5: Abomination 6: Mummy


A
B
C
D

QUEST 13

Temple of Ice

The heroes have arrived on Feen Island. A temple made of ice stands imposingly on the frozen seas near Feen Island.

Obtain the final Legendary Treasure, the weapon of ice, the Freeze Bow.

NOTES

A. This treasure chest is trapped. If a hero opens the treasure chest without conducting a Trap Search, a poisoned spike pierces their hand, and he loses 1 BP. Also, the poison spreads through his body, and he must skip 2 turns. During that time, he cannot defend himself.

B. If a hero conducts a Treasure Search in this room, he finds a replica of Silver Blade in the weapon rack. It cannot be used, but is worth 350 gold.

C. If a hero conducts a Treasure Search in this room, he finds 300 gold in the chest of drawers.

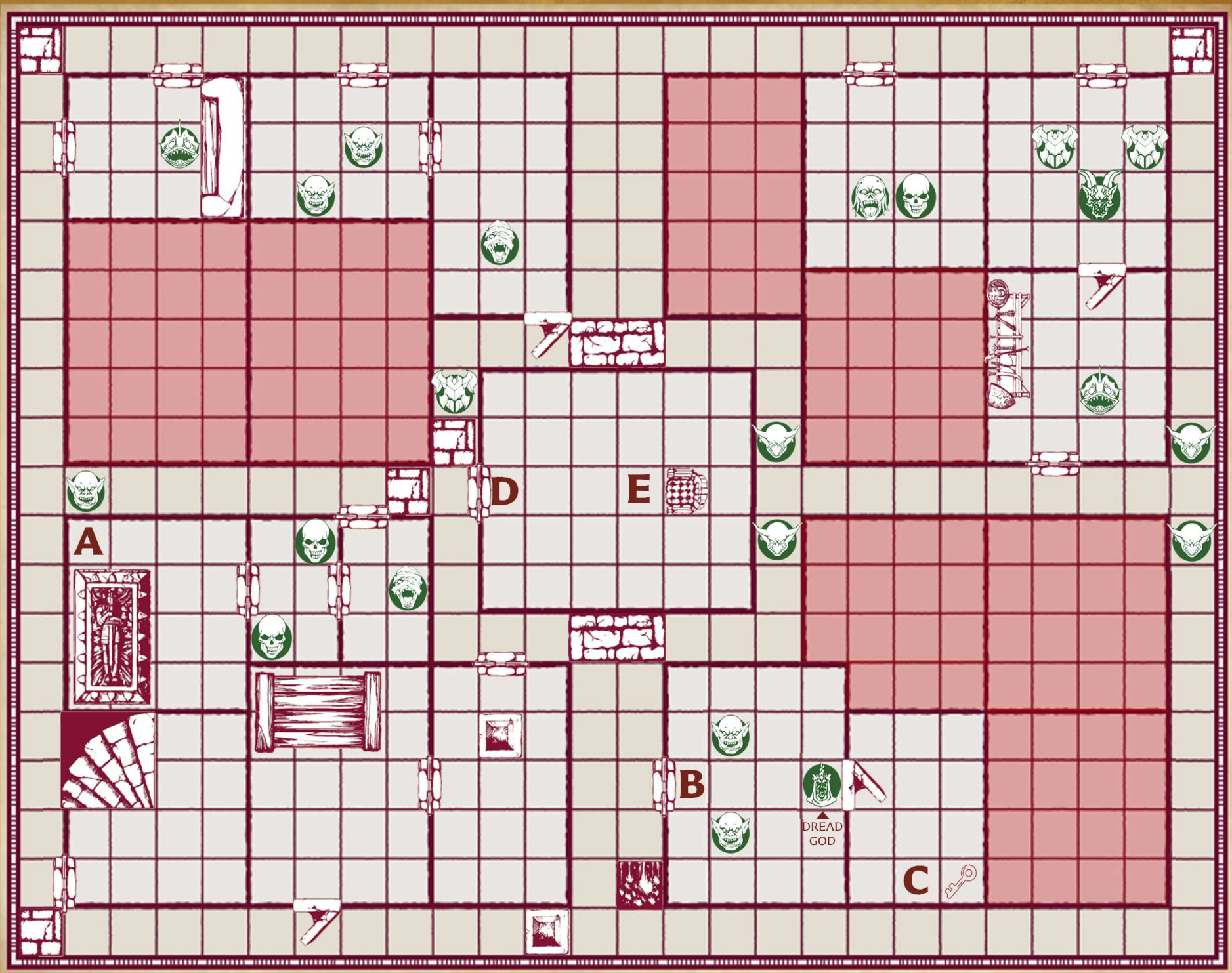
D. When the door to this room is opened, Zargon should tell the heroes the following: ***"The weapon the Dread Warrior is holding is one of the Legendary Treasures, the Freeze Bow."*** The Dread Warrior uses the bow. When attacking distant enemies, it rolls 4 combat die. When attacking enemies in touching squares, it attacks as stated on its Monster Card. The hero who defeats the Dread Warrior receives 200 gold. The Elf takes the Freeze Bow. However, he may not equip it until this quest is over.

End of Quest

Finally, you have obtained all the Legendary Treasures. Now it is time to defeat the Dread God. Before proceeding to the Final Chapter, the heroes should attempt to level up. This time, if they can pay the costs, each hero can attempt to level up as many times as he wants. You should gather everyone's gold together, and discuss among yourselves how many times each hero should attempt to level up.

⇨ ***Continues in Quest 14***

Wandering Monster in this Quest: Mummy


A
B
C
D
E
DREAD
GOD

QUEST 14

The Final Battle

The heroes have returned to Dread Castle. It is time for the final battle. Failure will not be permitted.

Defeat the Dread God, put an end to Grimdead, and bring peace back to the world.

NOTES

The heroes take turns in the order of Wizard, Dwarf, Elf and Barbarian. In this quest, the Wizard uses all the magic, and the Elf cannot use magic.

A. The grave is already empty.

B. When this door is opened, Zargon should say the following: ***"The Dread God has recovered the powers of darkness and is a tough opponent. You must attack and deal 1 damage or more with each of the weapons in this order: the weapon of fire, the Flame Axe; the weapon of ice, the Freeze Bow; then the weapon of silver, the Silver Blade. If any attack fails, the Dread God will not be defeated. The Dread God heals all damage on its turn."*** After 1 successful round he will disappear, and appear later in the central room.

THE DREAD GOD

MOVEMENT	ATTACK	DEFENCE	BODY	MIND
8	4	4	X	X

The Dread God can attack twice on each turn. Magic does not affect him.

C. If a hero conducts a Treasure Search in this room, a small key is found in the corner of the room. This is the key to enter the central room.

D. This door can only be opened by the hero holding the key.

E. When the heroes open the door, place the Dread God on square "E", and Zargon should say the following: ***"This is the final battle against Grimdead, the Dread God, now you must attack and deal 2 damage or more with the weapons in order."*** After 2 successful rounds he will be defeated. When the Dread God is defeated, Zargon should remove all monsters from the game board, and say the following: ***"A bloodcurdling voice rings out in the empty room. 'Heroes… How dare you ruin my plans… I admit defeat, for now… But as long as the yearning for darkness exists deep in human hearts, the powers of darkness can never be destroyed… Someday, this world will surely come to be ruled by darkness… Without fail…'"***

⇨ *End of Campaign is on next page.*

Wandering Monster in this Quest: Dread Warrior

End of Campaign

The heroes have finally driven away the powers of darkness.

As they leave the castle, they see the morning sun has begun to rise in the sky to the East. The frozen sea has also begun to melt.

Now that Grimdead the Dread God has been defeated, this castle will no longer be known as Dread Castle.

From today on, it will become a symbol of justice.

So that the powers of darkness will never come back, the heroes decided to name the castle as Peace Castle.

Everyone praised the heroes bravery, and built statues of them back on Neef Island.

The story of the four heroes will be passed down, and is certain to become a legend upon Neef Island.

Since that day, nobody has ever seen Grimdead again.

Yet he was a man who controlled so much dread power. Perhaps he is proceeding with a new plan for world domination somewhere else.

But no matter what powers of darkness attempt to take over the world, without fail, new heroes will appear to save the world. Just like the heroes in a certain legend…

Conclusion

Congratulations, Heroes! You have not only saved the eastern lands but this entire world as well. Had Grimdead been allowed to regain his full power there would have been no stopping him, not even by Heroes such as yourselves. And had he regained his full power, his vengeance would have been fearsome, indeed! I fear the world would have been consumed by his Dreaded wrath.

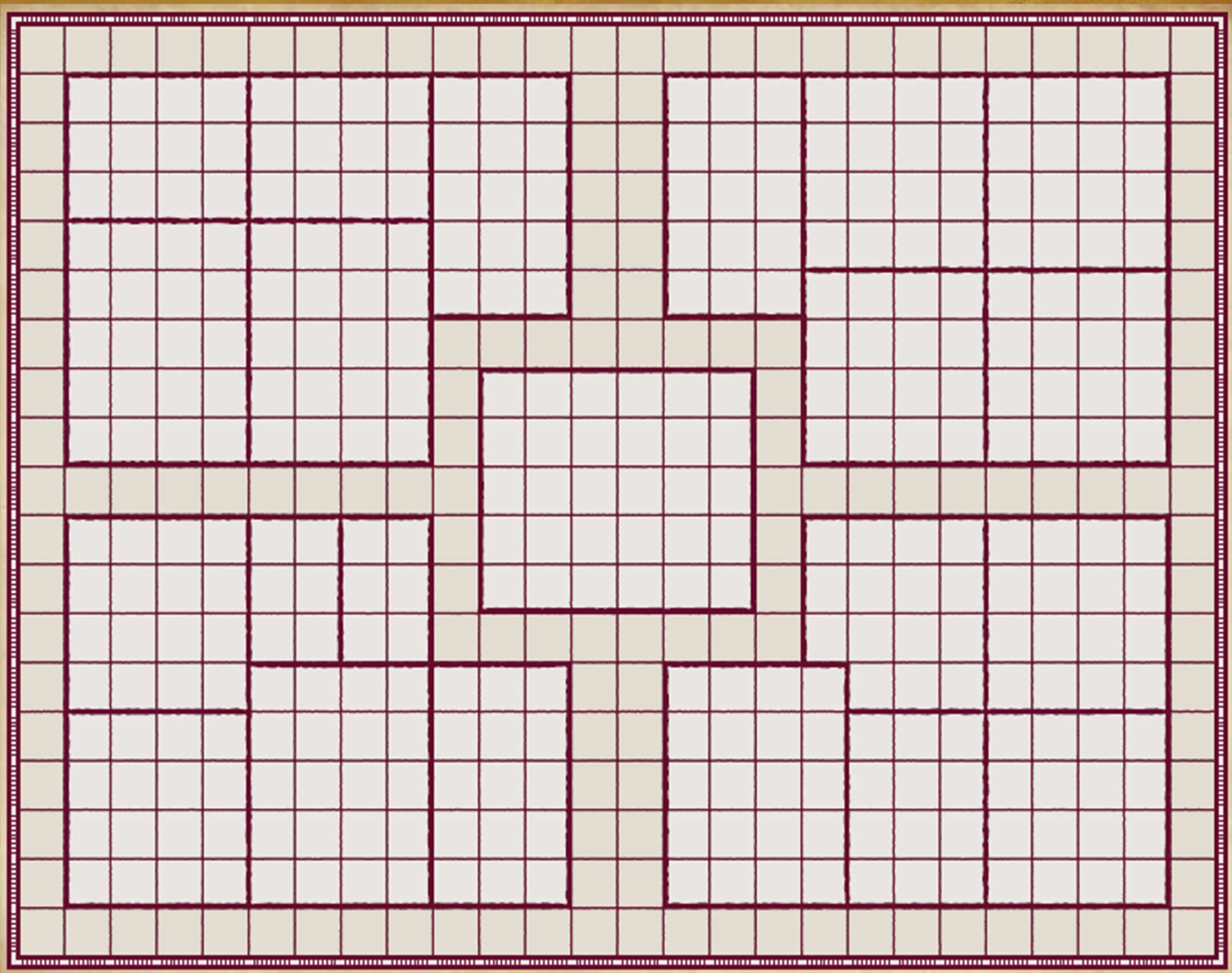
My friends, you have once again proved yourselves as true Heroes. And in thanks the lords of the eastern lands have pooled together a reward of 500 gold coins for each of you for your efforts. It might not be much, but it is the most that this ravaged land can offer, so I hope you will take it in good faith to honor them.

The Legendary Treasures you found during your quest, will be put on a vault under Neef Island temple, to make sure that, if in a distant future someone tries to bring Grimdead back again from the dead, the people from that time will be prepared.

While it would please me greatly to suggest that you take a well deserved rest and enjoy the pleasures that the eastern lands has to offer in this times of peace, I cannot. The Emperor of our own land has asked that you make your sea voyage swiftly home to our own western shores. It would appear he has some mission with which to entrust you brave Heroes. There are whispers that Zargon can be planning something else in the future, but i am sure once you have made your return I shall have the details of this mission to provide you.

For now, rest as much as you may as you sail back to our lands, my friends. I shall summon you on your return.

Mentor



Tiles and Icons

Blocked Squares

Double-blocked Squares

Secret Doors

Spear Traps

Pit Traps

Falling Block Traps

Throne

Stairs

Chests

Doors

Tables

Bookcases

Rack

Sorcerer's Table

Alchemist's Bench

Fireplace

Cupboard

Weapons Rack

Tomb

Abomination

Dread Sorcerer

Dread Warrior

Gargoyle

Goblin

Mummy

Orc

Skeleton

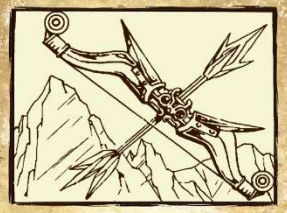
Zombie

Legendary Treasure Reference

Flame Axe

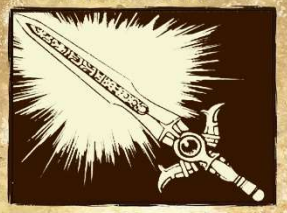
Weapon — The Flame Axe is a weapon of fire. It allows you to roll 4 combat die in attack.

Freeze Bow



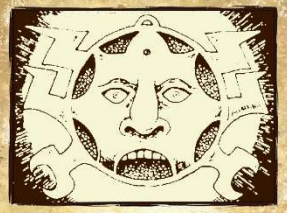
Weapon — The Freeze Bow is a weapon of ice. It allows you to roll 4 combat die in attack. You can use it to attack enemies that are at a distance, but you cannot attack enemies in squares surrounding you.

Silver Blade



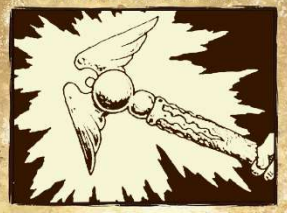
Weapon — The Silver Blade is a weapon of silver. It allows you to roll 5 combat die in attack.

Talisman of Lore



A hero can only be revived at the Temple once, but if you have this amulet, you can be restored to life any number of times. Other heroes on the way may use this magical power as well. However a resurrected hero's gold coin treasure is reduced to 0.

Wand of Recall



The Wand of Recall allows you to cast the spells of a single element of magic as often as you want during a Quest.

Beginner and Intermediate Spells Reference

First Aid

Magic that can be cast on yourself, or on an ally. The hero who has this magic cast on him recovers 1 BP.

Healing

Magic that can be cast on yourself, or on an ally. Roll 4 combat die, and the hero this Magic was cast on recovers BP equal to the amount of white shields that were rolled.

Healing

Magic that can be cast on yourself, or on an ally. Roll 4 combat die, and the hero this Magic was cast on recovers BP equal to the amount of white shields that were rolled.

Holy Flame

Magic to attack 1 enemy. Roll 2 combat die, and the enemy receives damage equal to the amount of skulls that were rolled. However, Monsters on which you cast this spell can roll a number of combat die equal to their Mind Points to defend.

Holy Flame

Magic to attack 1 enemy. Roll 2 combat die, and the enemy receives damage equal to the amount of skulls that were rolled. However, Monsters on which you cast this spell can roll a number of combat die equal to their Mind Points to defend.

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